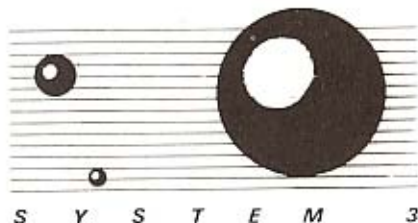


# *Fuzzball*

*The Magic will leave you spellbound*

INSTRUCTIONS IN ENGLISH  
INSTRUCTIONS EN FRANCAIS  
DEUTSCHE ANWEISUNGEN  
ISTRUZIONI ITALIANO



## FUZZBALL - THE STORY

Another day had come and gone just as slowly as they always had. The wizard's apprentice was growing more anxious by the day and his over-enthusiasm had landed him in deep trouble on more than one occasion. He was fed up. His master still hadn't named the day when he would be able to boast of joining the ranks of high order wizards. There was still a lot of teaching to go.

Though his heart yearned for the good times ahead and the evolution of his magical prowess, his young head told him time and time again not to be so eager and to appreciate that the drawn out training process was all for his own good. After all his most coveted possession was the knowledge that one day, eventually, he will have the power. He would have served his time well and be rewarded with his own magical staff, his own snug fitting elaborate robes and his own naive apprentice just as intent on learning the ways of wizardry as he was. Daydreaming of the future helped him through his arduous schooling.

Home to the young apprentice had always been the ancient mystical castle he shared with his wise old mentor. As he had grown, he had always tried to see the sheer size of the castle from ground level right to the very top, but he could never see past the vast stonework piercing through the dark and sinister clouds above. The clouds were always there. Swirling black clouds that hung above the castle like some great rumbling canopy, forever throwing lightning bolts and lashing torrential rain down upon the huge stone mass of the castle. This was how the old wizard liked it. The electrical storms helped feed the magic he was a master of, and his magic was particularly powerful at times of high storm.

It was on one of those particularly stormy nights that the apprentice found himself alone in one of the wizard's chambers. The chamber had a strange aura about it and the apprentice could feel the electrical energy generated within the air by the heavy storm blowing outside.

The mischievous apprentice had come to the chamber to have another look at the big old chest, the contents of which had been a closely guarded secret by the wizard for years. The youngster had been coming here for some time to touch and feel the mysterious chest. He wanted to know why the Wizard would not show or even tell him what was inside. He wanted to know if all the pictures he had been painting in his mind were as vivid in real life. The apprentice had convinced himself that the great oak and



brass chest housed a wealth of beautiful treasures of gold, rubies, diamonds and pearls.

His impetuous youth had got the better of him and what was initially innocent curiosity had turned into a burning infatuation to find out what was in the chest.

The apprentice mischievously scanned the room for any hint of something that would help him gain entrance to the mysterious chest and, after trying numerous gadgets and props unsuccessfully in the lock, cast his eyes on the wizard's grand spell book. Positioning himself in front of the old book, he began to thumb through the dusty pages. He was amazed at how much he still had to learn. He didn't really know what he was looking for, but he wanted any clue, any hint of a spell to possibly help him.

He thumbed and thumbed through the pages, pausing occasionally to blow the dust from in front of his face. His pace quickened with the beat of his heart as he began to fear the impending return of the wizard. Faster and faster he looked over the pages until finally something caught his eye. A spell to "open", he thought. This is it. His unpredictable enthusiasm had returned and he began to read out the spell. A magic glow appeared in his hand. His face lit up, the magic was coming. If only he had read out the entire spell command from the book and not just what he thought to be acceptable.

The storms outside were high and the boy's eyes lit up with excitement as the magic began to appear in his hand. He aimed the glowing energy at the lock on the chest and then launched his creation at the target.

The chest began to make strange noises and rattled violently around the table it was placed on, as the thunder and lightning rumbled around the castle.

In an instant, the lid of the chest flew back and hundreds of strange balls of fluff began to leap from their imprisonment within the chest. "What could they be?" And more to the point "What have I done?" echoed in the boy's head as Fuzzball after Fuzzball leapt to their freedom and began to fill the chamber. The stream of Fuzzballs seemed endless, and as they hit the floor they began to grow and grow.

As the Fuzzballs grew the young apprentice tried to identify them through his blind panic. The Fuzzballs were round and leered menacingly through huge angry eyes. Some had pointed ears, some horns, some even

resembled circus clowns. The Fuzzballs were back - and they knew it. They were all clutching various gems and valuable food taken from the chest as they launched their mass exodus. These items would serve them well and help them to set up prosperous Fuzzball communities within the grounds of the castle.

The apprentice, on realising the error of his ways, then tried to reverse the D.I.Y. spell he had created in order to send the Fuzzballs back into the chest. His inexperience and confusion brought out another spell, but something was not right, something definitely was not right. The magic energy did not go where it was directed to go and instead loomed briefly above the young apprentice before engulfing him in a huge fluorescent blue flash of light. The vision held for some time as a metamorphosis began to appear within the mystic light. Arms seemed to be shrinking back, legs receding into nothing and all the time big eyes were forming on a by now large, fuzzy spherical object.

The apprentice, in his haste to reverse the spell about which he knew nothing, had turned himself into a large blue Fuzzball.

The Fuzzballs then roamed free and took over the vast corridors, mazes and chambers of the Wizard's castle. As time passed they evolved to suit their particular environment and the Fuzzball colonies became more and more diverse and increasingly vicious. As for the young apprentice, he got no sympathy from the old Wizard who instead sentenced the boy to remain as a blue Fuzzball for his punishment. The fuming Wizard laid down the law. The apprentice could only return to his human form once he had collected and returned all the fiendish Fuzzballs and all the jewels they took with them, back to the strange old treasure chest from whence they came...

## LOADING INSTRUCTIONS

**IMPORTANT:** Always switch off your machine for at least 30 seconds prior to loading this game. Not observing this rule will make you vulnerable to virus infection.

- A - Switch on the computer
- B - Insert game disk in the disk drive
- C - The program will then automatically run from the disk

## CUSTOMER SUPPORT

If you have problems, consult the user handbook that accompanied your computer or consult your software dealer for advice. In case of continual difficulty, and if you have checked all your hardware for possible faults, may we suggest that you return the game to the place of purchase.

If you require any hints and tips on how to play the game, contact System 3 Software on the telephone number given in the manual.

### Customer Enquiries/Technical Support

Tel: (081) 864 8212

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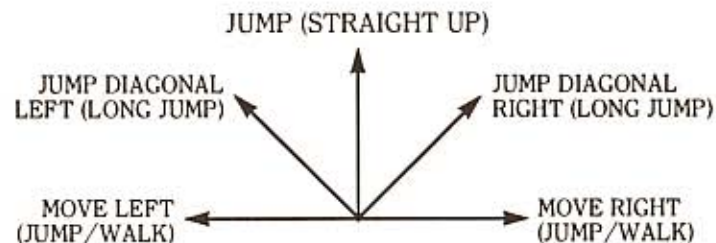


## PLAYING THE GAME

### KEYBOARD CONTROLS

- F1 - One player mode
- F2 - Two player mode
- P - Pause/Unpause

### JOYSTICK CONTROLS



PRESS FIRE BUTTON TO SHOOT

NOTE: You can control Fuzzball in mid flight, e.g. by pulling the joystick left or right while Fuzzball is in mid air. This gives greater control, a variety of jumps (i.e. tap joystick up and then pull gently to the right gives very short jumps) and allows you to pull into platforms directly below where Fuzzball is sitting.

### GENERAL GAMEPLAY TIPS

- The first aspect of the game you should master is the JOYSTICK CONTROLS.
- COLLECT ALL THE JEWELS AND FRUIT TO COMPLETE A LEVEL.
- Before starting each level, OBSERVE the scenery and the platform layout. One wrong move could leave you stranded.

- BLAST the "fiendish fluffies" until they shrink in size and then KNOCK THEM OFF the platforms to score points.

But beware, if you are not quick enough the fluffies will regrow into nastier enemies which are more difficult to kill. They change colour and carry higher points. This allows you to vary your gameplay as you may wish to let the fluffies regrow into different colours and then kill them to try and top your own score.

The enemy colour and score progression is as follows:

- GREEN - 2000 points
- PURPLE - 4000 points
- BLACK - 6000 points
- RED - Final colour change, so these explode when destroyed and cannot be knocked off the platforms.

### PLEASE NOTE:

Once the enemies have changed to purple and upwards, they have THEIR OWN INTELLIGENCE and will turn and track you once you land on their platform.

Be swift with your thinking and gameplay as EACH LEVEL IS ON A TIME LIMIT. Take too long at your peril!!

There are HIDDEN BONUS SCREENS on certain levels of the game. These can be found by SHOOTING BLOCKS IN THE SCENERY.

It is IMPORTANT TO REMEMBER that it may be much EASIER to find a hidden screen at certain points than to complete the actual level you are on, as the secret screen will allow you to progress onto the next level.

Finally, an EXTRA LIFE will be given every 500,000 points, but you can only carry a maximum of 6 at any one time.

## INSTRUCTIONS DE CHARGEMENT DU JEU

**IMPORTANT :** éteignez toujours votre ordinateur pendant au moins 30 secondes avant de charger ce jeu. Le non-respect de ces précautions entraîne un risque de contamination de votre ordinateur par un virus.

- A - Allumez votre ordinateur.
- B - Insérez la disquette de jeu dans l'unité de disquettes.
- C - Le programme se met automatiquement en route à partir de la disquette.

## SERVICE APRES VENTE

Si vous avez des problèmes pour faire fonctionner ce jeu, consultez le manuel d'utilisation de votre ordinateur ou demandez conseil à votre distributeur informatique. Si vous continuez à éprouver des difficultés après avoir vérifié que votre matériel ne présente aucune défaillance, nous vous suggérons de retourner le jeu à votre point de vente.

Pour tout renseignement ou conseil sur le fonctionnement du jeu, veuillez contacter System 3 Software au numéro de téléphone indiqué dans le manuel.

### Renseignements clients/assistance technique

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UN VOL**

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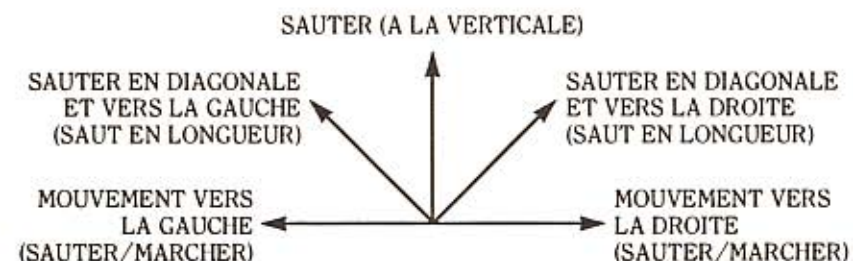
Pour toute information concernant le piratage, s'adresser à :  
The Federation Against Software Theft,  
19-44-240-6756

## FONCTIONNEMENT DU JEU

### COMMANDES DE CLAVIER

- F1 - Mode pour un joueur
- F2 - Mode pour deux joueurs
- P - Pause / Redémarrage

### COMMANDES DU JOYSTICK



### APPUYER SUR LE BOUTON DE TIR POUR FAIRE FEU

**NOTE :** vous pouvez diriger Fuzzball lorsqu'il est en plein vol, par exemple en inclinant le joystick vers la gauche ou vers la droite lorsqu'il se trouve en l'air. Cela vous permet de le diriger plus facilement, d'effectuer une plus grande variété de sauts (en poussant le joystick vers l'avant et en le basculant ensuite doucement vers la droite, vous obtenez de tout petits sauts) et d'accéder à des niveaux juste au-dessous de celui où se trouve Fuzzball.

### PRINCIPES GENERAUX DU JEU

- La première chose que vous devez maîtriser pour le jeu est la MANIPULATION DU JOYSTICK.
- POUR TERMINER UN NIVEAU, VOUS DEVEZ RAMASSER L'ENSEMBLE DES BIJOUX ET DES FRUITS.
- Avant d'entamer un nouveau niveau, EXAMINEZ soigneusement son cadre ainsi que sa disposition. Une fausse manoeuvre peut bloquer votre progression.



- **TIREZ** sur les "peluches diaboliques" jusqu'à ce qu'elles se rétrécissent et **FAITES-LES TOMBER** des niveaux pour marquer des points.

Mais prenez garde : si vous n'agissez pas assez rapidement, les peluches reviennent sous forme des ennemis plus coriaces qui seront plus difficiles à éliminer. Dans ce cas, elles changent de couleur et apportent des points plus élevés. Cela vous permet de varier votre façon de jouer, en laissant par exemple les peluches réapparaître dans une couleur différente pour les tuer et essayer ainsi d'augmenter votre propre score.

La couleur et les scores de l'ennemi progressent de la façon suivante :

**VERT** - 2000 points

**VIOLET** - 4000 points

**NOIR** - 6000 points

**ROUGE** - Il s'agit du dernier changement de couleur, de sorte que les peluches explosent lorsqu'elles sont détruites et ne peuvent être éjectées du niveau.

#### NOTE :

A partir du violet, vos ennemis possèdent **LEUR PROPRE INTELLIGENCE** et se mettront donc à votre poursuite lorsque vous atterrirez sur leur niveau.

Pensez et jouez rapidement, **CAR L'ACTION SE DEROULANT SUR CHAQUE NIVEAU EST LIMITEE DANS LE TEMPS**. Si vous êtes trop lent, c'est à vos risques et périls !!

Il existe à certains niveaux du jeu des **ECRANS DE BONUS CACHES**. Vous pouvez y accéder en tirant sur des **ELEMENTS DU DECOR**.

Il est important de vous rappeler qu'à certains moments, il peut être beaucoup plus facile de trouver un écran caché que de terminer le niveau sur lequel vous vous trouvez, car l'écran caché vous permet d'accéder au niveau suivant.

Enfin, tous les 500.000 points, **UNE VIE SUPPLEMENTAIRE** vous est accordée ; mais vous ne pouvez en avoir que 6 à la fois.

## LADEANWEISUNGEN

**WICHTIG:** Vor dem Laden des Spieles den Computer für mindestens 30 Sekunden ausschalten, da ansonsten das Risiko einer Virusinfektion besteht.

A - Computer einschalten.

B - Spieldiskette ins Laufwerk einschieben.

C - Das Programm läuft danach automatisch von der Diskette ab.

## KUNDENSERVICE

Bei auftretenden Problemen, erst einmal das Benutzerhandbuch zu Rate ziehen oder sich an den Software-Händler wenden. Wenn das Problem nicht beseitigt wurde und wenn sichergestellt wurde, daß kein Hardwarefehler vorliegt, sollten Sie das Spiel an die jeweilige Verkaufsstelle zurückbringen.

Wenn Sie Spielhinweise oder Tips benötigen, wenden Sie sich bitte unter der im Handbuch angegebenen Nummer an System 3 Software.

## Verbraucherfragen/Technische Betreuung

Tel : (00-44-81) 864 8212

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#### WARNING:

Der Verkauf, Verleih oder die anderweitige Reproduktion und Verbreitung von Kopien dieses Programms ist gesetzlich verboten und kann geahndet werden.

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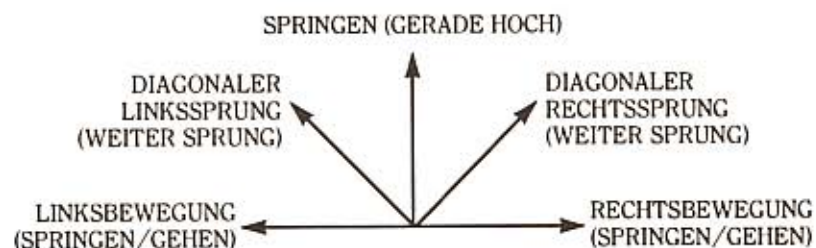


## SPIELANWEISUNGEN

### TASTENFUNKTIONEN

- F1 - 1-Spielerbetrieb
- F2 - 2-Spielerbetrieb
- P - Spielunterbrechung/-fortsetzung

### BEDIENUNG MIT JOYSTICK



### ZUM SCHIESSEN FEUER-TASTE DRÜCKEN

**HINWEIS:** Fuzzball kann mitten im Flug gesteuert werden, z.B. indem man den Joystick nach links oder rechts bewegt, während der Fuzzball in der Luft ist. Dadurch hat man eine größere Kontrolle über den Fuzzball, mehr Sprungmöglichkeiten (z.B. werden kurze Sprünge erzielt, indem man den Joystick nach oben und dann leicht nach rechts bewegt), und man kann auf Plattformen, auf denen sich der Fuzzball befindet, zusteuern.

### ALLGEMEINE TIPS ZUM SPIEL:

- Als erstes sollte man die **BEDIENUNG DES JOYSTICKS** beherrschen.
- **ALLE JUWELEN UND FRÜCHTE SAMMELN**, UM DIE SPIELEBENE ZU BEENDEN.
- Vor dem Beginn einer neuen Spielebene die Landschaft und die Umgebung der Plattform beobachten. Eine falsche Bewegung könnte das Ende bedeuten.

- Die "teuflischen Flocken" solange stoßen, bis sie schrumpfen, und dann **VON DER PLATTFORM STOSSEN**. Dadurch kann man seine Punktzahl verbessern.

Wenn man nicht schnell genug ist, dann verwandeln sich die Flocken in schlimmere Feinde, die schwerer zu töten sind. Sie verändern ihre Farbe und sind dann auch mehr Punkte wert. Auf diese Weise kann man höhere Punktzahlen erzielen; man läßt die Flocken einfach neu wachsen, um sie dann erst zu töten.

Farbe des Feindes und erzielbare Punkte:

- GRÜN - 2000 Punkte
- VIOLETT - 4000 Punkte
- SCHWARZ - 6000 Punkte
- ROT - Endgültige Farbänderung; diese Flocken explodieren, wenn sie zerstört werden und können nicht von den Plattformen gestoßen werden.

### ANMERKUNG:

Wenn der Feind seine Farbe geändert hat und violett (oder höher) ist, hat er seine eigene Intelligenz. Er kann dann wenden und Sie, nachdem Sie auf seiner Plattform gelandet sind, verfolgen.

Seien Sie schnell im Denken und Handeln, da jede Spielebene ein Zeitlimit hat. Langsamkeit ist ihr Untergang!!

Auf gewissen Spielebenen gibt es versteckte Bonus-Bildschirme, die entdeckt werden können, wenn man auf die Klötze in der Landschaft schießt.

Man sollte sich immer vor Augen halten, daß es einfacher sein kann, einen versteckten Bildschirm zu finden, als eine Spielebene zu beenden. Durch den versteckten Bildschirm können Sie zur nächsten Spielebene vordringen.

Alle 500.000 Punkte erhalten Sie ein Extraleben, allerdings können Sie höchstens 6 Extraleben haben.



## ISTRUZIONI DI CARICAMENTO

**IMPORTANTE:** Spegnete sempre il vostro computer per almeno 30 secondi prima di caricare questo gioco. La mancata osservanza di questa regola vi potrebbe esporre alle infezioni da virus.

- A - Accendete il computer
- B - Inserite il disco del gioco nell'unità del disco
- C - Il programma girerà automaticamente dal disco.

## ASSISTENZA CLIENTI

Se avete qualche problema, consultate il manuale dell'utente fornito con il computer o contattate il distributore del software per qualsiasi consiglio. In caso ci siano altri problemi e se avete trovato nel vostro hardware degli altri difetti, vi consigliamo di rinviare il gioco all'indirizzo dove è avvenuto l'acquisto.

Se desiderate qualsiasi consiglio o informazione, contattate System 3 Software al numero di telefono indicato nel manuale.

### Informazioni per il cliente/Assistenza tecnica

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**IL PLAGIO E  
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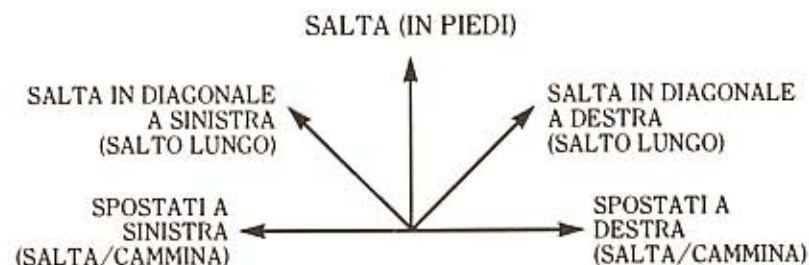
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Tel 0044-71-240-6756.

## COME FUNZIONA IL GIOCO

### CONTROLLI DELLA TASTIERA

- F1 - Modalità a un giocatore
- F2 - Modalità a due giocatori
- P - Interruzione/Ripresa

### CONTROLLI DEL JOYSTICK



### PREMERE IL PULSANTE DI FUOCO PER SPARARE

NOTA: Potete controllare Fuzzball in pieno volo, per esempio tirando il joystick a sinistra o a destra mentre Fuzzball si trova a mezz'aria. Questo attribuisce maggiore controllo, una molteplicità di salti (per esempio muovendo il joystick in avanti e poi tirarlo leggermente a destra causa dei piccoli saltelli) e vi permette di entrare nella piattaforma direttamente sotto il punto dove Fuzzball è seduto.

### INFORMAZIONI GENERALI SUL GIOCO

- La prima cosa da padroneggiare nel gioco sono i CONTROLLI DEL JOYSTICK.
- Raccogliete tutti i gioielli e la frutta per completare un livello.
- Prima di avviare ogni livello, OSSERVATE lo scenario e la disposizione della piattaforma. Una mossa sbagliata vi può mettere in difficoltà.

- » **DISTRUGGETE** le "soffici palline malvage" fino a quando la loro forma non viene ridotta e poi fatele cadere dalle piattaforme per realizzare i punteggi.
- » Fate attenzione, però, perchè se non siete molto veloci, le soffici palline si trasformeranno in nemici più pericolosi e più difficili da uccidere. Esse cambiano colore e hanno dei punti più alti. Questo vi permette di variare il vostro gioco quando volete far apparire queste palline in vari colori e distruggerle per cercare di raggiungere il vostro punteggio massimo.

Il colore del nemico e la progressione del punteggio è la seguente:

- VERDE - 2000 punti
- VIOLA - 4000 punti
- NERO - 6000 punti
- ROSSO - Cambiamento finale del colore, cosicché queste esplodono quando vengono distrutte e non possono essere fatte cadere dalle piattaforme.

#### NOTA:

Una volta che i nemici sono diventati viola e via di seguito, essi hanno la **PROPRIA INTELLIGENZA** e si volteranno e vi inseguiranno dopo che siete atterrati sulla loro piattaforma.

Pensate e giocate rapidamente, **POICHE' OGNI LIVELLO HA UN LIMITE DI TEMPO**. Impiegare molto tempo potrebbe mettervi in pericolo.

In alcuni livelli di gioco ci sono alcuni **SCHERMI PREMIO NASCOSTI**. Questi possono essere trovati **SPARANDO AI BLOCCHI NELLO SCENARIO**.

E' importante ricordare che può essere molto più facile trovare uno schermo nascosto in alcuni punti che completare il reale livello sul quale vi trovate poiché lo schermo segreto vi permetterà di passare al prossimo livello.

Infine, una **VITA EXTRA** sarà assegnata ogni 500.000 punti, ma potete soltanto avere un massimo di 6 ogni volta.



## *S Y S T E M • 3*

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